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|  | Drawing character onto start screen but not on blank page |
|  | Created new sprite group with only sprites for the start screen so they are the only ones that are drawn to that screen |
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|  | Created a sprite group so and used that to draw player 1 sprite onto screen |
|  | Sprite will follow the mouse, need to change so it will only do that when mouse is pressed. |
|  | Player will move when mouse is clicked but won’t keep moving, I need it to stay moving until mouse is stopped |
|  | Caused code to crash |
|  | Follows mouse even if not clicked |
|  | Needed first value from get pressed, this stores whether the mouse is clicked or not. |
|  | Moved the code to move the player into a method in the character class |
|  | If I quit the window when on the blank page it throws an error |
|  | Added try and except statement |
|  | Didn’t like having try and except statement so changed it so whole code will end if window is closed when on blank screen. |
|  | Changed move method to be called update so I can use it on the sprite group to make all players do it at the same time. |
|  | Trying to subtract an int from a tuple |
|  | Cant change value of tuple |
|  | Turn keeps changing for self.turn  Miss understood, self.turn wasn’t changing just had different values cause both players were updated |
|  | Fixed falling, character will now fall when they are not being dragged and it is their turn. However they won’t stop so I need to make it stop when it hits the floor. |
|  | Changed blank screen background to have a line 100 pixels from the bottom to act as a test floor |
|  | Stopping when the top of the players rect is on the line not the feet so is stopping too late |
|  | Accounted for the height of the player sprite so the players feet stop on the line., however because I’m not moving in intervals of one the character can skip over the right point and keep falling |
|  | Now there is a 4 pixel area the player can stop in so player can’t skip over when moving at 4 pixels down. |
|  | Created new file called button that holds a more generalised version of the button class. This one is much better as it can be used for different types of buttons, that look different and do different things. |
|  | Used button class to create a submit button |
|  | Had to edit the if statement that checks if the click is on the button as it wasn’t working properly. Would register as a click even if the click happened when mouse wasn’t on the button |
|  | Created a ruler that stays below the character whose turn it is.  Moved it to draw before the submit button so its sprite is below. X position was adjusted slightly so the middle of the circle on the ruler lines up with eh middle of the player sprite. |
|  | Shows x coordinate above the ruler. |
|  | Created a new file which is going to house the main game loop.  Moved the lines to initialize the window into this file. |
|  | Surface no longer defined in the start screen file |
|  | Had to pass surface into the function for the game start. |
|  | Now when the start button is pressed the loop is broken so the code moves to the next step in the main loop file |
|  | Created parent class for the rounds. |
|  | Created a class to make sprites with. |
|  | Changed round class to create a sprite group which all the sprites for each round can be added to when inherited |
|  | Created a method in the parent class to draw all the sprites to the screen.  Also created a method to calculate the players core which will happen at the end of the round. |
|  | Added a draw method to the sprite clsss |
|  | Copied the draw text function into the round file because this is where it will be used. |
|  | Wrote loop for round as a function. Used the testing code I had done for the blank screen as a basis for the loop but edited to fit in the function. |
|  | While writing the loop I realised I hadn’t initialised some things so I went back and added them to the constructor. |
|  | Ran a test round. There was a few errors in the constructor I made for the rounds class that needed fixing. For example I didn’t load the image for the background so was passing in a string.  Also using self.surf for the surface wasn’t working so instead I am now passing surface into the methods. |
|  | Everything in round is working except the ruler which isn’t moving, the text is though. |
|  | Because I set the coords of the ruler in the constructor it doesn’t update when the character doesn’t move |
|  | Changed the method in draw so coords are inputted each time it is drawn |
|  | Now I don’t need the blank screen to test I went through the start screen file and deleted all redundant code. |
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